

**AMENDMENTS TO THE CLAIMS**

1 (Currently amended). A gaming system, comprising:

a primary game; and

a networked secondary game of mental strategy between two or more gamers, in which [[a]] each gamer takes a plurality of turns, each turn of said secondary game being awarded upon the occurrence of at least one of a predetermined event in said primary game and a particular result during play of said primary game.

2 (Original). The gaming system of claim 1, wherein said secondary game comprises a matrix type game.

3 (Currently amended). The gaming system of claim 2, wherein, in said matrix type game, upon positioning at least two first game pieces along a line including at least one second game piece, [[the]] a first gamer captures at least said at least one second game piece.

4 (Currently amended). The gaming system of claim 3, wherein, upon said positioning, the first gamer also captures said at least two first game pieces.

5 (Original). The gaming system of claim 3, wherein said at least one second game piece is captured when said at least two first game pieces are positioned adjacent to and at opposite ends of a single second game piece or a sequence of linearly arranged second game pieces.

6 (Original). The gaming system of claim 3, wherein said at least one second game piece is captured when at least three first game pieces are positioned in-line with said at least one second game piece.

7 (Original). The gaming system of claim 3, wherein, upon being captured, said at least one second game piece is removed from said matrix.

8 (Original). The gaming system of claim 3, wherein, upon being captured, said at least one second game piece becomes a first game piece.

9 (Currently amended). The gaming system of claim 3, wherein the first gamer is provided with an award for each captured game piece.

10 (Original). The gaming system of claim 9, wherein said award associated with each game piece is a fixed amount.

11 (Original). The gaming system of claim 9, wherein said award associated with each game piece is an amount that has been wagered on that game piece.

12 (Original). The gaming system of claim 9, wherein said award associated with each game piece is based on a result in said primary game that resulted in placement of that game piece.

13 (Currently amended). The gaming system of claim 3, wherein, upon said positioning said at least two first game pieces, the first gamer has an option to prevent capturing of said at least one second game piece.

14 (Currently amended). The gaming system of claim 13, wherein, upon positioning at least one additional first game piece along said line, the first gamer recaptures at least each second game piece located along said line.

15 (Currently amended). The gaming system of claim 14, wherein, upon recapturing at least each second game piece located along said line, the first gamer is provided with an award for each captured game piece and an additional award for previously preventing capture of said at least one second game piece.

16 (Currently amended). A gaming system, comprising:

a primary game; and

a secondary game of mental strategy, in which a gamer takes a plurality of turns,  
each turn of said secondary game being awarded upon the occurrence of at least one of a  
predetermined event in said primary game and a particular result during play of said primary  
game. The gaming system of claim 1, wherein, upon receiving a turn in said secondary game,  
the gamer is permitted to prevent other gamers from taking turns for a specified period of  
time.

17 (Original). The gaming system of claim 16, wherein said specified period of time is based  
on an outcome of said primary game.

18 (Withdrawn). A gaming method, comprising: executing play of a primary game; and upon  
the occurrence of at least one prespecified event in said primary game, entering a secondary  
game, said secondary game comprising a game requiring mental strategy.

19 (Withdrawn). The gaming method of claim 18, wherein said entering said secondary game  
comprises entering a secondary game comprising a competitive, matrix type game.

20 (Withdrawn). The gaming method of claim 18, wherein said entering said secondary game  
comprises providing a player with a turn in said secondary game upon achieving said at least  
one prespecified event.

21 (Withdrawn). The gaming method of claim 20, wherein the player is required to resume  
play of said primary game following said turn.

22 (Withdrawn). The gaming method of claim 21, wherein, upon achieving said at least one  
prespecified event in said primary game, the player receives another turn in said secondary  
game.

23 (Withdrawn). The gaming method of claim 18, wherein said entering said secondary game occurs after at least one of: obtaining at least one prespecified combination of indicia during play of said primary game; obtaining at least a prespecified amount of winnings during play of said primary game; and redeeming or wagering at least a prespecified number of game credits or money.

**Claims 24-43 (Canceled).**

44 (Withdrawn). A gaming apparatus, comprising: a processor configured to: implement a primary game; and at least partially effect play of a bonus event upon the occurrence of at least one prespecified event during play of said primary game; and at least one display in communication with said processor.

45 (Withdrawn). The gaming apparatus of claim 44, further comprising: a communication element in communication with said processor for establishing communication between said processor and a remote processor that implements said bonus event.

46 (Withdrawn). The gaming apparatus of claim 44, wherein said bonus event comprises a competitive, matrix type game.

47 (Withdrawn). The gaming apparatus of claim 44, wherein said bonus event comprises a game of mental skill.

48 (Withdrawn). The gaming apparatus of claim 44, wherein said bonus event is played against a processor administering the same.

49 (Withdrawn). The gaming apparatus of claim 44, wherein said bonus event is played against at least one other gamer.

50 (Withdrawn). A gaming system, comprising: a first gaming terminal at which: a primary game is implemented; and upon the occurrence of at least one prespecified event during play

of said primary game, a bonus event is initiated and at least partially effected for play by a gamer using said first gaming terminal; and at least one additional gaming terminal in communication with said first gaming terminal, said bonus event also being at least partially effected at said at least one additional terminal for competitive play by another gamer.

51 (Withdrawn). The gaming system of claim 50, further comprising: a bonus event computer located remotely from and in communication with said first gaming terminal and said at least one additional gaming terminal to implement said bonus event.

52 (Withdrawn). The gaming system of claim 50, wherein said bonus event comprises a competitive, matrix type game.

53 (Withdrawn). The gaming system of claim 50, wherein said bonus event comprises a game of mental skill.

54 (Withdrawn). The gaming system of claim 50, wherein said bonus event is played against a processor administering the same.

55 (Withdrawn). The gaming system of claim 50, wherein said bonus event is played against at least one other gamer.